Amarr Low-Sec Mining + Exploration (New Player Tutorial)

Learning goals

- Build a safe, repeatable routine for **relic/data exploration** and **mining**.
- Use **role-separated ships** (explorer, miner, hauler) to keep income steady and losses survivable.
- Choose a **home base** that supports low-sec access *without* making logistics miserable.
- Learn the social rules that keep you out of trouble with other players.

l) The "Amarr low-sec" reality check (what you are signing up for)

Low-sec is not "unsafe all the time." It is **unpredictable**. You will sometimes lose ships. That is normal.

In low-sec, your true skill is decision-making: when to scan, when to warp out, and when to cash out.

Your #1 rule: *Fly what you can replace quickly.*

2) Two core paths (run them in parallel)

Path A — Exploration (fast, spiky income)

- Primary income source for many new players.
- Higher rewards as you move into more dangerous space.

Path B — Mining (steady income + industry foundation)

- Lower income ceiling early, but consistent and relaxing.
- Great for funding exploration ships and learning the economy.

3) Ship progression (Amarr-focused, beginner to "serious beginner")

Exploration ships

01

Magnate (Amarr exploration frigate)

- Your first dedicated explorer.
- Cheap, capable, easy to replace.

02

Astero (later upgrade)

- Stronger and more forgiving.
- More expensive, so upgrade only when you can replace it.

Mining ships

01

Venture (starter mining frigate)

- Strong early miner.
- Cheap enough to learn in.

02

Mining barges (later specialization)

- **Procurer:** tankier and safer.
- **Retriever:** huge ore hold, comfortable routine.
- **Covetor:** higher yield, less forgiving.

Haulers (the force multiplier)

- Start with a basic **Amarr industrial** when you can.
- Goal: haul less often, haul smarter.

4) Home base: practical options for Amarr low-sec life

You want **a high-sec base with quick low-sec access**, not a low-sec base on day one.

Model l (recommended): High-sec staging near Amarr + low-sec edge

Why it works:

- You can explore into low-sec.
- You can retreat to high-sec to sell, refit, and stage hulls.

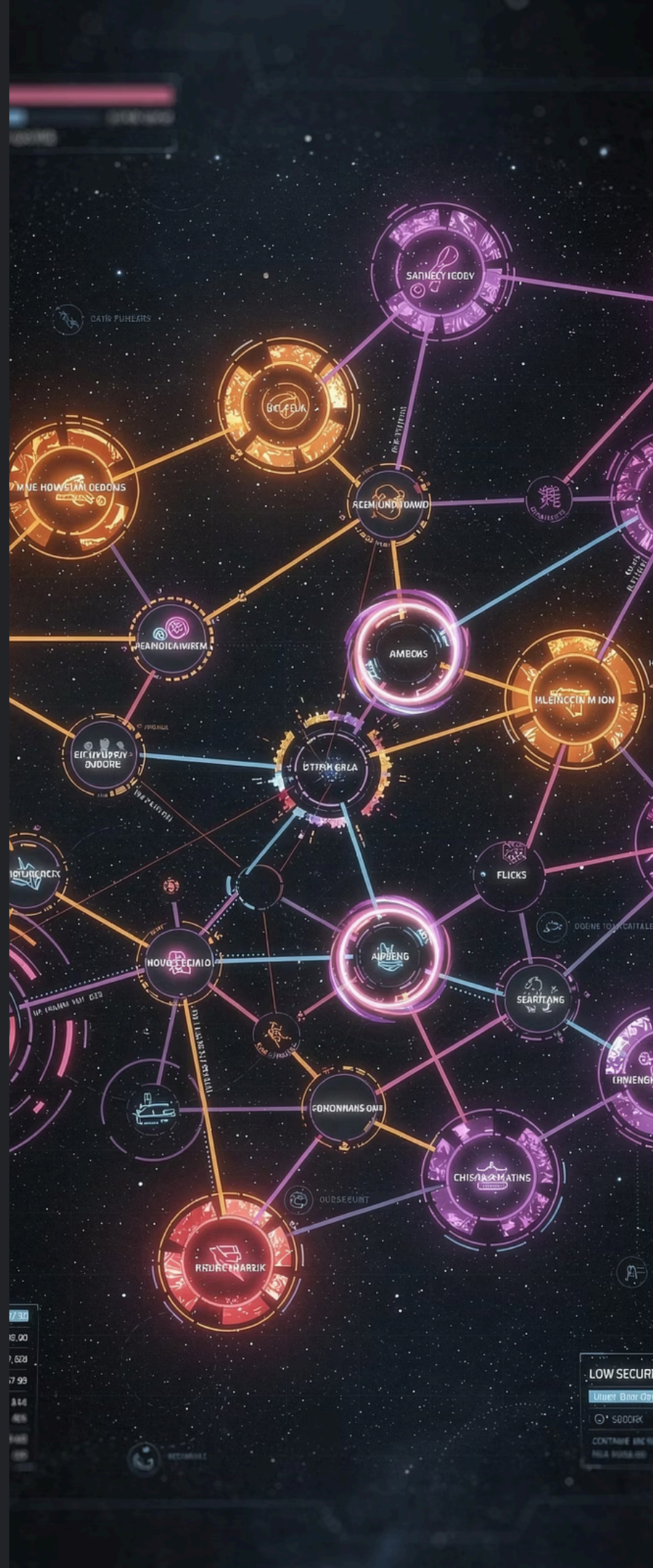
Checklist for picking your staging system

- NPC station you can always dock in
- Multiple exits (not a single choke point)
- 1–5 jumps to a major market (Amarr is ideal)
- 1–3 jumps to low-sec entry
- Not a famous "camp pipe"

Model 2: Low-sec base (only after you are stable)

If you choose a low-sec home later, do it after:

- You can replace a full explorer + fittings at least 10 times.
- You understand how gate camps work (and how to avoid them).



5) The three-ship method (how you maximize results)

You maximize progress by separating roles:

Explorer:

makes the money quickly.

Miner:

builds steady value when you want low attention.

Hauler:

converts piles of loot/ore into ISK in fewer trips.

Rule: Do not haul in your miner, and do not explore in your hauler.

6) Repeatable loops (these are your "classroom drills")

Loop E — The core Amarr low-sec explorer loop (45–90 minutes)

1. **Stage (high-sec):** start from your staging station.
2. **Fit check:** probes + analyzers, cargo empty.
3. **Pick a direction:** go to a low-sec entry and move 3–8 jumps into quieter space.
4. **In each system:**
   - Launch probes.
   - Scan signatures.
   - Prioritize **relic/data** sites you can complete quickly.
5. **Cash-out rule:** when your cargo reaches a value you would be upset to lose, return and deposit.
6. **Reset:** repeat the route or choose a new branch.

What "success" looks like: you leave early, often, and calmly.

Loop F — Wormhole dip from Amarr space (high reward, controlled risk)

1. Scan down a wormhole from high-sec.
2. Bookmark:
   - Entrance in your system.
   - Exit on the far side immediately after you jump.
3. Scan relic/data sites.
4. Run only what you can finish quickly.
5. If anything changes (ships, probes, local activity), leave.
6. Return to high-sec and deposit.

Loop A — Safe mining loop (30–60 minutes)

1. Undock in Venture.
2. Pick a belt close to station.
3. Mine until ore hold is full.
4. Dock and unload.
5. Repeat.
6. After 2–4 unloads, switch to hauler and move ore once.

Loop B — Two-ship mining efficiency loop (laser uptime focus)

1. Mine → dock → unload.
2. Go back out immediately (do not sell yet).
3. Repeat until you have a meaningful stack.
4. Switch to hauler for one safe logistics run.
5. Sell/refine once.

7) Checklists (use these every session)

Exploration pre-undock checklist

- Probes in cargo
- Relic analyzer fitted
- Data analyzer fitted
- Cargo mostly empty
- You know your cash-out value for today
- You know your return path to high-sec

Exploration in-system checklist (repeat every system)

- Launch probes only when needed (time matters)
- Scan quickly and move on
- If you see competition, assume you are being timed
- If the vibe feels wrong, leave

Mining pre-undock checklist

- Mining lasers fitted
- Ore hold empty
- Defensive module(s) fitted
- Station is one warp away if needed

Hauling checklist (where most beginners lose value)

- Never autopilot valuable cargo
- Keep cargo value reasonable
- Prefer fewer trips, not bigger risk
- Dock and deposit immediately

End-of-session checklist

- Loot deposited and sorted
- Ore deposited
- Replace lost ships immediately (keep 2–3 spares staged if possible)
- Update notes: what systems felt safe, what systems felt hot

8) Social rules and proper behavior (EVE etiquette)

EVE is social, competitive, and reputation-driven.

Good habits

- Say **"gf"** after fights. Do not trash-talk.
- Ask questions politely in local or help channels.
- If someone offers advice after killing you, read it calmly. Sometimes it is real mentorship.

In mining belts

- Belts are public. If someone is rude, moving belts is often the best response.
- Do not escalate arguments. Arguments attract attention.

In exploration

- When another explorer arrives, it becomes a silent race. Compete quietly or leave.
- Do not harass people in local. It does not help you survive.

9) Beginner-friendly external resources (bookmark these)

- EVE Academy (official): https://www.eveonline.com/eve-academy
- EVE University Wiki — Mining: https://wiki.eveuniversity.org/Mining
- EVE University Wiki — Mining Primer: https://wiki.eveuniversity.org/Mining_Primer_for_Complete_Beginners
- EVE University Wiki — Exploration: https://wiki.eveuniversity.org/Exploration
- Beginner video playlist: https://www.youtube.com/playlist?list=PLs3acGYgl1-u2U_Lo4bHCjphS8aGtplyJ

The one sentence to remember

Your goal is not to never lose ships. Your goal is to lose cheap ships, rarely, and keep expensive loot, often.